



Team Lead (Programming)

Quebec City - Full-time - 743999968088446

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999968088446-team-lead-programming-?oga=true>

Founded in 2005 and with a team of over 600 creative, passionate and innovative talents, Ubisoft Quebec is now one of the leaders in the industry. Involved in the Assassin's Creed franchise since 2010, our studio assumed the leadership of Assassin's Creed Odyssey as well as Immortals Fenyx Rising, and is now developing Assassin's Creed Codename RED.

As a team lead, you will guide a group of talented and inspired programmers who develop technologies needed to create the games that Ubisoft fans have come to expect. Your technological know-how, leadership skills, and ability to make informed decisions will help you fulfill your ambitions. Your work will be filled with passion and pride.

Driven by a desire to see your team members flourish, you will support them in their professional development by seeing to their well-being, acting as their spokesperson in meetings with other teams and management, and ensuring that each person is in a position that stimulates them and lets them shine.

Your global vision and deep understanding of what everyone does on your team will allow you to coordinate the work and multiply the results of everyone's efforts. What motivates you the most is to see your team grow and deliver quality, consistent systems that will help provide the rich gaming experience our players are looking for.

What you'll do

- **Distribute** tasks and **follow-up** on the progress of the various projects during team meetings.
- Provide your team with the **tools** they need to work independently and contribute to the long-term **technological vision** of the projects.
- Meet individually with each member of your team to discuss **performance, well-being, and career advancement**.
- Go over **notable bugs** and determine the best way to fix them.
- Communicate regularly with leads in other disciplines to **plan ahead, assess risks, and deliver on time**.
- **Code** alongside your team members.
- Keep your project lead informed of the progress of your assignments and meet with other leads, both on your project and others, to discuss ways to **improve processes** and **share technologies**.

What you bring

- A bachelor's degree in computer science, computer engineering, or an equivalent field
- Vast experience in video game programming
- A minimum of three years of experience managing a team of programmers
- Proficiency in C++ and other programming languages commonly used for developing games
- Experience participating in the full production of at least one game or the equivalent as a programming team lead
- Strong organizational skills
- Excellent communication and strategic leadership skills coupled with strong empathy and diplomacy
- The ability to remain calm in difficult situations (you know that there is always a solution)
- A real understanding of video game production and the ability to put yourself in the shoes of the other professionals involved in production

What to send our way

- Your CV highlighting your education, experience, and skills
- A hybrid and flexible work mode, 6 weeks of vacation in your first year, an enriched parental leave, a Ubi gym directly in our offices, a complete group insurance program, [access to complete Dialogue telemedicine services](#), an RRSP with a contribution from Ubisoft, an advantageous bonus program, concrete measures to ensure the right to disconnect, the option of working part-time and much more. [Click here for all the details.](#)
- Joining a team of 21,000 Ubisoft employees working across more than 40 locations around the world, are bound by a common mission to enrich players' lives with original and memorable gaming experiences. Their dedication and talent have brought to life many acclaimed franchises such as Assassin's Creed, Far Cry, Watch Dogs, Just Dance, Rainbow Six, and many more to come;
- Working for an equal opportunity employer, where diversity is a priority. We do not discriminate on the basis of race, ethnic origin, religion, gender, sexual orientation, age or health status.